

GAME BOY ADVANCE™

M94046.237XGF

AGB-B4ZP-EUR

MEGAMAN™

ZERO 4

CAPCOM®

INSTRUCTION BOOKLET
SPIELANLEITUNG
MODE D'EMPLOI

LICENSED BY

Nintendo

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CE SCEAU EST VOTRE ASSURANCE QUE NINTENDO A APPROUVÉ CE PRODUIT ET QU'IL EST CONFORME AUX NORMES D'EXCELLENCE EN MATIÈRE DE FABRICATION, DE FIABILITÉ ET SURTOUT, DE QUALITÉ. RECHERCHÉZ CE SCEAU LORSQUE VOUS ACHÉTEZ DES JEUX ET DES ACCESSOIRES POUR ASSURER UNE TOTALE COMPATIBILITÉ AVEC VOTRE SYSTÈME GAME BOY.

DIESES QUALITÄTSSIEGEL IST DIE GARANTIE DAFÜR, DASS SIE NINTENDO-QUALITÄT GEKAUFT HABEN. ACHTEN SIE DESHALB IMMER AUF DIESES SIEGEL, WENN SIE SPIELE ODER ZUBEHÖR KAUFEN, DAMIT SIE SICHER SIND, DASS ALLES EINWANDFREI ZU IHREM NINTENDO GAME BOY-SYSTEM PASST.

QUESTO SIGILLO È LA TUA GARANZIA CHE NINTENDO HA VALUTATO ED APPROVATO QUESTO PRODOTTO. RICHIEDILO SEMPRE ALL'ACQUISTO DI GIOCHI ED ACCESSORI PER ASSICURARE LA COMPLETA COMPATIBILITÀ CON IL TUO SISTEMA GAME BOY.

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DENNA ETIKETT GARANTERAR ATT NINTENDO STÅR FÖR PRODUKTENS KVALITET. KONTROLLERA ATT ETIKETTEN FINNS PÅ SPEL OCH TILLBEHÖR DU KÖPER FÖR ATT FÖRSÄKRA DIG OM ATT DE ÄR KOMPATIBLA MED GAME BOY.

DETTE SEGL GARANTERER, AT NINTENDO HAR GODKENDT KVALITETEN AF DETTE PRODUKT. SE ALTIJD EFTER DETTE SEGL, NÅR DU KØBER SPIL OG TILBEHØR, SÅ DU ER SIKKER PÅ FULD KOMPATIBILITET MED DIT GAME BOY.

TÄMÄ TARRA VAKUUTTA, ETTÄ NINTENDO ON HYVÄKSYNYT TÄMÄN TUOTTEEN LAADUN. TARKISTA AINA TÄMÄ TARRA ENNEN KUIN OSTAT PELEJÄ JA MUITA TARVIKKEITA, JOTTA SAAT VARMASTI GAME BOY YHTEENSOPIVIA TUOTTEITA.

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THE ROAD TO RUIN!

Zero and his friends have abandoned Resistance Base and are driving cross-country in a huge bus. They're off on an extended road trip to help humans and Reploids scattered across the wild.

Suddenly, Zero and his friends drive into an unexpected emergency! A caravan of humans is under attack by a gang of Reploids! After saving the caravan, Zero and his troops get the story from Neige, a journalist riding with the caravan.

Neo Arcadia has been disastrously transformed at the hands of the evil scientist Doctor Weil, she tells them. Once humankind's Utopia, Neo Arcadia lost its leader during an attack led by Zero, and has now fallen under Weil's complete control. Instead of protecting humans, Weil has ordered that any Maverick — human or Reploid — will be marked for extermination!

The caravan left Neo Arcadia to escape Weil's iron rule. It were bound for an all-human settlement said to be located at Ground Zero when it was ambushed by Reploids

Have Zero and company met their match?

CHARACTERS

ZERO

One of the Maverick Hunters who fought alongside X in the Maverick Wars, Zero was found by Ciel in his sealed slumber in the underground research facilities. He now helps the persecuted Resistance fight back against Neo Arcadia.



WEIL

Expelled from Neo Arcadia 100 years ago, this genius scientist is an expert in the technology of creating Reploids. He now has total control over Neo Arcadia.

NEIGE

A dedicated journalist who devoted herself to trying to convince humans and Reploids about the foolishness and futility of war. She is now helping lead a group of humans who have fled Neo Arcadia to a safe settlement.



CIEL

A young scientist who had been researching Reploids and Cyber Elves in Neo Arcadia, Ciel left Resistance Base to travel with Zero and help save humans and Reploids scattered across the land.



CRAFT

This Neo Arcadian battle Reploid was impressed with Neige's superior intellect when she interviewed him for her paper.



ALOUETTE

Devoted to Ciel, this Resistance Reploid is in charge of raising Elves.



CERVEAU

This engineer works on developing new weapons for Zero, and has invented a method for creating new Chips from collected parts.



HIRONDELLE

Expert Intelligence crew member, Hironnelle's original job was flying around the world collecting information. Working with the Resistance, Hironnelle's top priority is still intelligence gathering.



CARAVAN

Led by Neige, these humans have fled Neo Arcadia.



DEFAULT CONTROLS



START

- ▼ Start game (skip movie)
- ▼ Open Sub Screen

SELECT

- ▼ Drop stolen weapon

+CONTROL PAD

- ▼ Move cursor on menus
- ▼ ←/→ Move Zero
- ▼ ↑/↓ Move up/down
- ▼ Lift grips
- ▼ ↑ Talk/Enter doorways
- ▼ Hang down

A BUTTON - JUMP

- ▼ Confirm on menus
- ▼ Jump

B BUTTON - MAIN WEAPON

- ▼ Cancel on menus
- ▼ Attack/Grab
- ▼ Use Sub Weapon (hold down R Button and press B Button)

L BUTTON - DASH

- ▼ Dash
- ▼ View Cyber Elves Screen from Sub Screen
- ▼ Return to Sub Screen from Chip Equip and Elf Equip Screens

R BUTTON - SUB WEAPON

- ▼ Use Sub Weapon (hold down R Button and press B Button)
- ▼ View Chip Equip Screen from Sub Screen
- ▼ View Option screen from Chip Equip and Elf Equip Screens

COOL MOVES

ATTACK

Press the B Button (default) to attack with your current weapon. Hold down the button briefly then release for a Charge Attack.

JUMP

Press the A Button (default) to jump. Hold it down longer to get more air. Press the +Control Pad ←/→ to aim your jump.

DASH

Press the L Button (default) or the +Control Pad ←/→ twice rapidly for a short sprint.

WALL KICK

When you're close to a wall, press the A Button (default) and the +Control Pad simultaneously in the direction of the wall for a wall kick!

LIFT/GRAB

Press the +Control Pad ↑ during a jump to grab onto the lift handle. Press ↑/↓ to move up and down. Press the A Button (default) to let go and drop down.

MEGA HINTS

- ▼ Press the L Button during a jump or wall kick to travel even farther.
- ▼ In places where you can jump to higher levels, press the A Button (default) and the +Control Pad simultaneously to drop down.
- ▼ You'll get more weapons and moves as you get farther into the game!

SUB WEAPONS

BUSTER SHOT

What it lacks in punch it makes up for in distance! Based on an older model of the hand-held weapon used by the Resistance, it has been upgraded with the Z-Saber hilt as its magazine. Charge it up for a more powerful shot!

Z-SABER

Zero inherited this beam-sword from Cyber Elf X during his century-long sleep in the underground research facilities. The Z-Saber is for close-quarters combat only, so keeping the correct distance from the enemy at all times is crucial. More powerful than the Buster Shot, the Z-Saber can also perform Combo Moves and Charge Attacks.

ZERO KNUCKLE (NEW!)

Cerveau envisioned a powerful new multi-use weapon and created The Zero Knuckle. Different from standard weapons, this allows Zero to insert Chips directly into his hand to boost his strength. Use it to punch enemies, steal their weapons, and more! Charge it up for more powerful attacks.



LASER GUN



SPEAR



BOMB



SABER



SHIELD

STEAL THEIR WEAPONS!

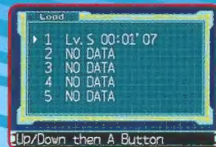
If you use the Knuckle to finish off normal enemies, you can steal their weapons right out of their hands. (There may be weapons you cannot steal, and weapons that you can steal even before you finish the enemy off.) Some "steal-able" weapons have limited ammunition or low resistance to breakage, and cannot be used while Zero is hanging down. To drop a stolen weapon, press SELECT (default) or choose DROP from the Sub Screen.

GETTING INTO THE GAME

MAIN MENU

At the Title screen, press **START** to open the Main Menu. Use the **+Control Pad** to highlight your option choice, and then press **START** or the **A Button** to confirm.

- ▶ **NEW GAME** — Start a brand new game. You can then choose either the **EASY** or **NORMAL** difficulty level.
- ▶ **LOAD GAME** — From the Save File menu that opens, select one of your saved games. You'll resume the game from the point where you left off.
- ▶ **DATA BASE** — This features information on all enemies you encountered and people you talked to so far in the game.
- ▶ **MINI-GAMES** — When you accomplish certain things in the game, new Mini-games are unlocked that you can access from this menu.



ACTION SCREEN



- ▼ Weapons stolen from enemies with Zero Knuckle appear as icons and show the number of remaining uses.

MAP SCREEN



- ▼ The Weather Status frame stops flashing when the weather is clear.
- ▼▼ Markers turn gray when the mission has been completed.

SUB SCREEN



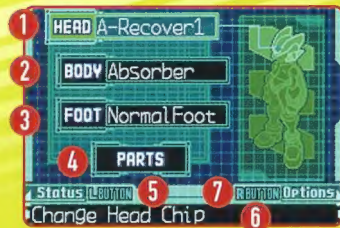
Press **START** to open the Sub Screen. Press the **+Control Pad ↑/↓** to cycle through the items. To access **Options Mode**, press the **L Button** twice. Here's what's on the Sub Screen:

- 1 REMAINING LIVES
 - 2 ZERO'S LEVEL **S** (highest), **A, B, C, D, E** or **F** (lowest)
 - 3 ZERO'S ENERGY LEVEL (use Cyber Elves to reach max value)
 - 4 TOTAL PLAY TIME
 - 5 YOUR CODE NAME based on your performance
 - 6 E-CRYSTALS
 - 7 MAIN WEAPON• (press **A Button** then **+Control Pad ←/→** to cycle through Buster Shot, Z-Saber and Zero Knuckle)
 - 8 SUB WEAPON• (press **A Button** then **+Control Pad ←/→** to cycle through your Sub Weapons)
 - 9 SUB TANK ENERGY (press **A Button** to use)
 - 10 CHIP EQUIP SCREEN (press **R Button** to view)
 - 11 CYBER ELF SCREEN (press **L Button** to view)
 - 12 ESCAPE HATCH (press **A Button** to use; available in cleared stages only)
 - 13 EX SKILLS ON/OFF•• (only one type of Buster EX Skill is available at any one time; all types of Saber EX Skills are available at any one time)
 - 14 MESSAGE WINDOW gives information on selected item
- **CHANGING WEAPONS** — When you select a different weapon, you can choose to discard your current weapon (**A Button**) or change weapons without discarding it (**B Button**).
 - **EX SKILLS** — If a Boss character has good compatibility with the weather in an Area, that Boss can attack you with special EX Attacks. Defeat the Boss and gain the EX Skill for yourself! (NORMAL difficulty level only)

CHIP EQUIP SCREEN

Use this menu to equip Chips made by Cerveau.

- 1 **HEAD CHIPS**
- 2 **BODY CHIPS**
- 3 **LEG/FOOT CHIPS**
- 4 **CURRENT PARTS** (press **A Button** to view list)
- 5 **SUB SCREEN** (press **L Button** to return to the Sub Screen)
- 6 **MESSAGE WINDOW** (view information on selected item)
- 7 **OPTIONS SCREEN** (press **R Button** to access)

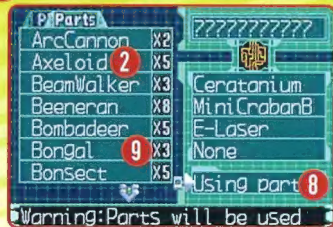
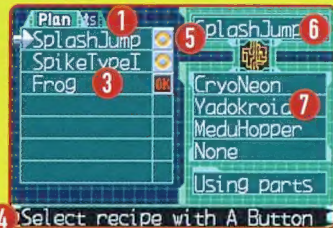


MAKING CHIPS

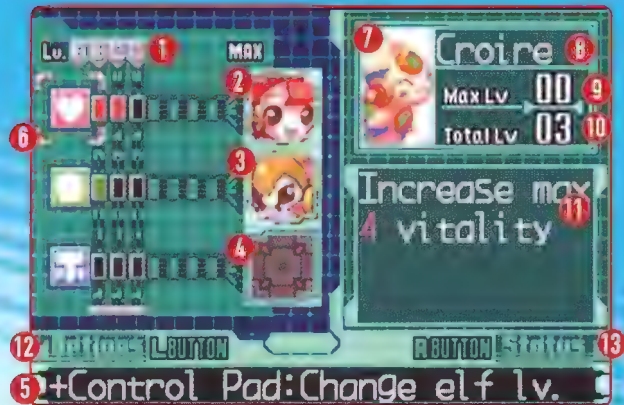
By talking to Cerveau, you can assemble parts you collected to create various kinds of Chips.

You can make Chips either by combining parts specified in a "recipe," or by combining parts without a recipe to invent your own combinations.

- 1 **PLAN/PARTS TABS** (press **+Control Pad** \leftarrow/\rightarrow to switch between tabs)
- 2 **ITEMS** (use **+Control Pad** to select)
- 3 **CHIP NAME** produced by current recipe or freeform combination
- 4 **MESSAGE WINDOW** shows information on selected item
- 5 **CHIP ICON** shows which Chips can be created; changes to **OK** if Chip is already made
- 6 **COMPLETED CHIP NAME** (when creating chips from a recipe, the name will be displayed)
- 7 **PARTS** (when you're using a recipe, parts not yet selected appear in red)
- 8 **CREATE CHIP** (press **A Button** to create Chip with listed parts; not available if more parts are needed)
- 9 **NUMBER OF CURRENT PARTS** (up to 9 of each part)



ELF EQUIP SCREEN



Cyber Elves are programs created to provide you with backup. You get Cyber Elves from Alouette during the game. A new type of Elf in this game can be transformed into a Nurse, Animal or Hacker Elf. Here's what's on the Elf Equip Screen.

- 1 **ELF'S CURRENT LEVEL** – (you can copy Elf skills within the level but you need Alouette's help plus E-Crystals to raise the Elf's level)
- 2 **NURSE ELF ICON** – Nurse Elves restore Zero's energy, drop recovery items, etc.
- 3 **ANIMAL ELF ICON** – Animal Elves enhance mobility, assist in attack/defense, etc.
- 4 **HACKER ELF ICON** – Hacker Elves add to attack power, increase speed at which items appear, and so on)
- 5 **MESSAGE WINDOW** shows information on selected item
- 6 **CHANGE ELF** (press +Control Pad ◀/▶ to change, you can copy the Elf within range of current level)
- 7 **CURRENT ELF** – Image changes as level increases
- 8 **CURRENT ELF NAME**
- 9 **MAX LEVEL** – Level increases as you defeat Bosses, as long as level is within Total Level, you can use it without losing points.
- 10 **TOTAL LEVEL** – Total level of 3 copied Elves.
- 11 **ELF ABILITIES** of currently selected Elf. Elf Management Screen appears when you're talking to Alouette
- 12 **OPTIONS SCREEN** (press L Button to access)
- 13 **SUB SCREEN** (press R Button to return to the Sub Screen)

LEVELING UP ELVES

Alouette can help you make your Elves stronger. Give them E-Crystals to raise their levels and unlock new powers to use. (NORMAL difficulty level only)

SPECIAL ITEMS

Find items by defeating enemies and carefully searching the stages.



LIFE ENERGY — Collect this to restore energy. Small ones restore 4 units, big ones 8 units, and super ones restore all your energy. Collecting Life Energy when your energy is full and you have room in your Sub Tank puts the collected energy straight into the Sub Tank.



E-CRYSTALS (EC) — This substance is the energy that keeps Reploids running. Use these to level up Cyber Elves. Small ones are worth 4 and large are worth 8.



LIFE GAUGE — Increases Zero's remaining lives by 1, up to a maximum of 9.



LIFE TANK — Allows you to store reserve energy. Using one restores Zero's energy. Find these or trade certain items for them.



CHIP PANELS — Collect and combine these to create Chips. Some appear when you defeat enemies; others are hidden in secret locations.

OPTIONS MODE

During play, press **START** to open the Sub Screen and access either the Chip Equip or Elf Equip Screen. Then press either the **DOWN** or **UP** button twice to open the Options Screen. In Option Mode you can change the button configuration, Sub Weapon Attack Mode and Command Dash.

OPTION MODE — Select **OPTION MODE** or **OPTION** where you can configure your own settings.

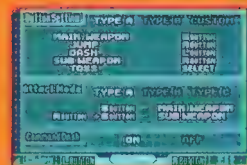
OPTION TYPE — Select a type:

MAIN WEAPON — Hold down the Sub Weapon button and press the Main Weapon button to fire.

SUB WEAPON — Press the Sub Weapon button alone to fire.

COMMAND DASH — Tap the Sub Weapon button to toggle the Main Weapon button between Main Weapon and Sub Weapon.

COMMAND DASH — Turn **ON** or **OFF** by pressing the +Control Pad **←←** or **→→**.



RESULTS

When you beat the Boss and clear the mission, a Results Screen opens.

You get scores and a Code Name based on your performance.

The more points, the faster your level increases.

- **MISSION** — Overall performance (0–20 points)
- **CLEARTIME** — How fast you beat the stage (0–20 points)
- **DAMAGE** — How much damage you incurred (0–20 points)
- **ENEMY COUNT** — How many enemies you defeated (1–15 points)
- **RETRIES** — Number of Retries used; the fewer the better (0–15 points)
- **WEATHER LEVEL** — You get points for defeating one of the 8 Warriors in various weather conditions: 10 points for areas where weather cannot be changed, 10 points for difficult weather; 0 points for easy weather
- **ELF** — Points are added if Capacity Level subtracted from Total Level results in a positive value
- **TOTAL** — Total of all points in the categories above
- **AVERAGE** — Average total of all missions cleared so far
- **LEVEL** — Calculated from average mission clear points
- **CODENAME** — Your ranking based on weapons used and actions taken during the mission (in the first mission, your Code Name is Hunter)

SAVING YOUR GAME

Talk to Ciel in the bus to save your game. Select **SAVE DATA** and press the A Button. Then answer Ciel's question by selecting YES. Your current progress and button configuration will be saved. You can save up to five games before having to overwrite old save data.

WARNING! Don't turn off the power or remove the Game Pak while saving, or your data will be lost.



BOSSES



THE FIERY TORTOISE HEAT GENBLEM

With a high-output energy reactor inside its body, it can also double as a power reactor for an energy cannon. Its biggest trait is its high mobility and agility that somehow defy its huge body size.

THE WINGED LANCE PEGASOLTA ECLAIR

Formerly used to manage large-scale weather-controlling flying units, this Reploid has plenty of self confidence with a snobby personality to boot.



THE MISTRESS OF THE FOREST NOBLE MANDRAGO

Controlling man-made forests, this Reploid steals all energy. It is capable of regeneration using nanomachines, and excels in controlling Mechaniroids from remote locations.



THE ARCTIC WOLF FENRI LUNAEDGE

Military commander during the Elf Wars, he is back in action thanks to Weil's handiwork, dishing out attacks at super-sonic speeds.



THE SEDUCTIVE BUTTERFLY SOL TITANION

Reploid responsible for operating experimental mini-sun used for weather manipulation. Her superficial way of speaking masks her ability to unleash massive flame attacks.



THE HORNED BEAST MINO MAGNUS

Utilizing electro-magnetic fields in both shoulders to create temporary polarity, he can draw things closer or force them away at will. Extremely powerful, with very poor energy efficiency.



THE ROOSTER MASTERMIND POPLA COCAPETRI

Possesses the ability to control opponents for very short periods of time. Has a very short temper and doesn't seem to care what other people think.



THE TERROR FROM THE DEEP TECH KRAKEN

Likes to hide in the shadows and take opponents by surprise. Uses a giant drill-shaped submarine as a mobile underwater base.

The PEGI age rating system:

Age Rating categories:

Les catégories
de tranche d'âge:



Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:

Description du contenu:



BAD LANGUAGE
LA FAMILIARITÉ
DE LANGAGE



DISCRIMINATION
LA DISCRIMINATION



DRUGS
LES DROGUES



FEAR
LA PEUR



SEXUAL CONTENT
LE CONTENU SEXUEL



VIOLENCE
LA VIOLENCE

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

<http://www.pegi.info>

Game Boy Advance Game Pak conforms to:

Game Boy Advance Game Pak geprüft nach:

Game Boy Advance Game Pak en accord avec:

Game Boy Advance Game Pak getest volgens:

Game Boy Advance Game Pak cumples:

Game Boy Advance Game Pak è conforme a:

Game Boy Advance Game Pak oppfyller kraven enligh:

Game Boy Advance Game Pak opfylder kravene til:

Game Boy Advance Game Pak täyttaa seuraavat vaatimukset:

Game Boy Advance Game Pak passer sammen med:

– TOY Directive (88/378/EEC) EN50088, EN71 Part 1, 2, 3

– EMC Directive (89/336/EEC)



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FAVOR GUARDAR A EMBALAGEM. SPARA FÖRPACKNINGEN.
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